

Design Thinking Planning Guide

Design Project Title:

Design Challenge:

How long?

Learning Outcomes:

- _____
- _____
- _____
- _____
- _____
- _____
- _____

Standards:

Discovery:

- ☐ Curriculum Coverage
- ☐ Direct Instruction
- ☐ Open Ended Activity
- ☐ Internet Research
- ☐ Library Resources
- ☐ Interview

- ☐ Expertise on Staff
- ☐ Artifacts
- ☐ Local Community
- ☐ Excursions
- ☐ Observation
- ☐ Video/Photo
- ☐ Prior Knowledge

Materials:

Interpretation:

- ☐ Story Share & Capture
- ☐ Saturate and Group
- ☐ How Might We..?
- ☐ Mad Lib
- ☐ Anthology
- ☐ Other _____

Ideation:

- ☐ Stoke
- ☐ 100 Idea Challenge
- ☐ Constraints
- ☐ Post-it Voting
- ☐ New/Useful/Feasible Scoring
- ☐ Best Idea, Worst Idea Mash-up
- ☐ Sane Idea, Crazy Idea Mash-up

Prototyping:

Materials:

- ☐ Open-ended
- ☐ Limit Resources
- ☐ Limit Time & Resources
- ☐ Constraints
- ☐ Feedback (☐ Users ☐ Grid)

Refinement:

- ☐ Rubric (☐ Process ☐ Product)
- ☐ Reflect on Process
- ☐ Prototypes Outside Audience
- ☐ Collect Feedback / Refine Product

Notes: